COURSE OUTLINE

Art 180 (C-ID Number: ARTS 240)
Sculpture Fundamentals (C-ID Title: Sculpture)

I. Catalog Statement

Art 180 is an introduction to three-dimensional sculptural principles, techniques, and concepts utilizing a wide range of materials and practices. Various sculpture methods are practiced with attention to creative self-expression and historical context.

Total Lecture Units: 2.0
Total Studio Units: 1.0
Total Course Units: 3.0

Total Lecture Hours: 32.0
Total Studio Hours: 32.0
Total Faculty Contact Hours: 64.0

Prerequisite: ART 130 or equivalent.

II. Course Entry Expectations

Prior to enrolling in this course, students should be able to:
1. demonstrate a working knowledge and understanding of the basic elements of a two-dimensional art, including line, shape, texture, value, color and spatial illusion;
2. demonstrate a working knowledge and understanding of the organizing principles of two-dimensional art, including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement;
3. independently produce visual compositions and problem-solving projects that successfully incorporate the basic elements and organizing principles of two-dimensional art;
4. make individual aesthetic decisions and judgments related to their own artwork;
5. skillfully use a variety of artistic materials, techniques and tools;
6. translate ideas and visual experience into images using both formal and conceptual approaches;
7. discuss, critique and evaluate their own two-dimensional compositions, as well as those of their classmates;
8. discuss and write a critical evaluation of two-dimensional art using the appropriate vocabulary and terminology pertaining to the basic elements and organizing principles of two-dimensional art;
9. examine, compare and analyze historical and contemporary examples of two-dimensional art, within a global context.

III. Course Exit Standards

Upon successful completion of the required coursework the student will be able to:

1. express aesthetic or conceptual intents in various three dimensional media that may include several of the following, but are not limited to: plaster, clay, wood, stone, glass, bronze, iron, steel, concrete and the use of digital technologies such as 3D printers and scanners;
2. produce sculpture projects using the basic tools and forming techniques of sculpture (manipulative, substitution, subtractive, additive, fabrication, assemblage etc.) in a safe and appropriate manner;
3. display basic skills and craftsmanship in sculpture media using the formal principles of design and visual elements;
4. create sculptural works that demonstrate understanding of representational, abstract, non-objective, or conceptual imagery;
5. examine and describe historical and contemporary developments, trends, materials, and approaches in sculpture;
6. assess and critique sculptural works in group, individual, and written contexts using relevant critique formats, concepts and terminology;
7. safely utilize tools and specialized equipment.

IV. Course Content — Total Faculty Contact Hours = 64

A. Major Sculptural Principles Including But Not Limited to Subtractive, Additive, Fabrication, Construction, Assemblage, Substitution/Casting, Installation, and Digitally Based Processes	5 Lecture hours 5 Studio hours
B. Introduction to Representational, Abstract, Non-Objective, and Conceptually Based Imagery	3 Lecture hours 3 Studio hours
C. Development of Vocabulary Specific to Sculpture	3 Lecture hours 3 Studio hours
D. Introduction to Sculptural Materials Including But Not Limited to Clay, Metal, Plaster, Stone, Found Objects and Other Materials	3 Lecture hours 3 Studio hours
E. Creative Thinking, Problem Solving, and Decision-Making Skills Used in the Visual Arts	3 Lecture hours 3 Studio hours
F. Formal Visual Elements and Principles of Design	3 Lecture hours 3 Studio hours
G. Appreciation, Interpretation and Understanding of Both Western and Non-Western Artworks with an Emphasis on the Impact of Historical, Contemporary, Cultural, and Physical Contexts of Sculptural Works	3 Lecture hours 3 Studio hours

H.	Analysis and Criticism of Sculptural Works in Oral and Written Contexts Using Relevant Critique Formats, Concepts, and Terminology	3 Lecture hours 3 Studio hours
I.	Studio Equipment, Tool Use, Maintenance, and Safety	3 Lecture hours 3 Studio hours
J.	Contemporary Trends, Materials, and Approaches in Sculpture and Three-Dimensional Art	3 Lecture hours 3 Studio hours

V. Methods of Instruction

The following methods of instruction may be used in the course:
1. lectures;
2. material demonstrations;
3. slide shows and video presentations;
4. individual consultations and group critiques;
5. supervised studio practice.

VI. Out of Class Assignments

The following out of class assignments may be used in the course:
1. choose found object and duplicate in wire. Object will later be used as an in class casting project.

VII. Methods of Evaluation

The following methods of evaluation may be used in the course:
1. studio projects;
2. portfolio review;
3. oral presentations;
4. examinations;
5. slide identification;
6. written exercises;
7. final examination.

V. Textbook

Harper, Glen (Ed.), Moyer, Twylene (Ed.), *Conversations on Sculpture (Perspectives in Contemporary Sculpture)* University of Washington Press. 2007. Print.
12th Grade Reading Level ISBN-10: 0295987413

Harper, Glen (Ed.), Moyer, Twylene (Ed.), Wilkin, Karen (Ed.), *A Sculpture Reader: Contemporary Sculpture Since 1980***,** University of Washington Press. 2010. Print.
12th Grade Reading Level ISBN-10: 0295986212

Causey, Andrew, *Sculpture Since 1945* (Oxford History of Art). Oxford University Press; 2nd Printing edition 1998. Print**.**
12th Grade Reading Level ISBN: 9780192842053.

VI. Student Learning Outcome

Upon successful completion of the required coursework, the student will be able to:
1. identify and define the basic principles of contemporary sculpture;
2. create projects which manipulate materials in one traditional method;
3. create projects which manipulate materials in one experimental method.